

Figure 1 consists of 12 sub-diagrams labeled (a) through (l), arranged vertically. Each diagram shows a different stage in the construction of a 3D model of a human head and neck. The process begins with a simple wireframe of the head and neck (a), followed by the addition of facial features like eyes, nose, and mouth (b, c, d, e, f, g, h, i, j, k, l). The final stages (m, n, o, p, q, r, s, t, u, v, w, x, y, z) show the model being textured, colored, and finally placed in a realistic environment with a background and lighting effects.

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